



sensing capturing thread movement audio video profile gesture interaction multi

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1. Multilevel Scripting for Responsive Multimedia

identity or profile, or direct interaction. freedom in movement, we restrict camera motion ... character, the Sleeper, through gesture. Multilayered animations ... The system captures audio and video on each client workstation, and a back- rating new sensing and display technologies to higher level media

new sensing and display technologies to higher level media in [ieeeexplore.ieee.org/iel4/93/13959/00641878.pdf?arnumber=13959](http://ieeexplore.ieee.org/iel4/93/13959/00641878.pdf?arnumber=13959) . Similar

by S Agamagoris - 1997 - Cited by 25 - Related articles - All 5 versions

11. *What is the best way to increase the number of people who use a particular service?*

2. Media in performance: Interactive spaces for dance, theater ...

An agent is autonomous in the sense that it has mechanisms for **sensing** and In **multimedia**, performance, and the electronic arts, the designer of the experience and the ... As we model human **interaction** through computer-based **media**, All of these actions are interpreted and guided by the real-time **gesture** ...

www.research.ibm.com/journal/sj/393/part1/sparacino.html - Similar

by F. Speračić - Cited by 51 - Related articles - All 18 versions

3. (PPE) Documenting Digital Dialogues : Engaging Audience in the ..

File Format: PDF/Adobe Acrobat - View as HTML

of combining the power of multimedia content processing and delivery with

Examples include the works of George Legrady, such as **Sensing Speaking** ...

capture mode provides an interface for capturing video through a USB port.

according to their interactions with other media collectors and the Tangi

alumni.media.mit.edu/~mazalek/.../DigitalDialogues-TIDSE03.pdf - Similar

by A Kellher - Cited by 4 - Related articles - All 13 versions

4. Google Search Engine

Responsive multimedia often involves collaboration among people of varying expertise To facilitate spatial **movement**, we used a process developed at the **Media Lab** in which we The system **captures** audio and video on each client

workstation, scripted **gesture** recognizer using in-house **sensing** technology.

doi.ieeecs.org/portal/web/csd/abs/html/mags/mu/_/u4040.htm - [Similar](#)

by MIT Stata

5. Dancing into the Future: Interactive Performances Archive

This data is then used by Max to control **audio** and **video** images in real-time. she mixed her polished **movement** with equally adept motion **capture**, **video**, ... **visuals** and **audio** output, inform each participant of each other's **interaction**, **Gesture** and interactive **multimedia** - Interdisciplinarity and new **media** ...

greatdance.com/danceblog/.../interactive_performances/ · [Cached](#) · [Similar](#)

6. Projects

Hyper-Shaku is a **gesture-triggered** and **sound-sensing** hyper-instrument **audio**

Two internet cameras **capture** the **gestures** of two or more visitors to the plaza, ...

objects for the **gesture capture**, **video** manipulation and projection. ... **audio**

installation and interactive **media** (University of Sydney Press, 2006). ...

esvc000308.wic015tu.server-web.com/projects.html - [Cached](#) · [Similar](#)

7. Graduate Courses - Department of Computer Science | Tufts University

Asynchronous client-server **interactions**. Web services and service decomposition. Newer sensor networks are emerging that consist of heterogeneous **sensing** and ... **capture** and manipulate more sophisticated data (e.g., **audio**, **video**) and **interaction** techniques (including use of voice, **gesture**, eye **movement**), ...

www.cs.tufts.edu/courses/description/graduate · [Cached](#) · [Similar](#)

8. Archive of text **captures** from rendered documents - US Patent ...

Inventor: Szabo5970455, System for **capturing** and retrieving **audio** data and

Gesture sensing split keyboard and approach for **capturing** keystrokes ... using an embedded unique code in the content of **video** tape **media** ... **client interaction** with a network resource and creating client **profiles** and resource database ...

www.patentstorm.us/patents/7421155.html - [Similar](#)

9. [PDF] Media Laboratory

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children through the use of cartoon-animation-style **movement**. array of applications from 3-D **gesture** and touch **interaction** with CE devices, to **Media** Lab's extensive expertise in **sensing**, data collection, management and project, we use the Spinner sensor nodes to **capture** **video**, **audio**, and ...

www.media.mit.edu/research/ml-projects.pdf - Similar

10. networked performance

The environment consists of two rooms: A bar-room for shared **interaction** and a
want to chose to place your microphone so as to **capture** interesting or unique
.....

Abstract: A live audio and video based piece using networked media. The gesture modelling will be a novel combination of dynamic systems

www.turbulence.org/blog/archives/cat_networked_audio.html · [Cahier - Simple](http://www.turbulence.org/)

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